GAME BOY ADVANCE™

AGB-B4WP-EUR

MEGAMAN™
BATTLE NETWORK 4
RED SUN

INSTRUCTION BOOKLET
MODE D'EMPLOI
SPIELANLEITUNG

CAPCOM®

CONTENTS

The two versions of this game. BLUE MOON and RED SUN, are both part of MEGAMAN™ BATTLE NETWORK 4. No matter which version you have, you can enjoy playing with most of the network functions described in this manual.

3

THE WORLD OF MEGAMAN

The year is 200x...
This is the age of hyper-speed internet development, and everyone possesses a portable handset called a PET, or Personal Terminal.

WHAT IS A PET?

This item, which evolved from the portable telephone, is equipped with both telephone and email functions. It is very convenient since it also holds textbooks and newspapers. On top of that, it includes a humanoid program called Net Navi that can perform all kinds of actions within the network, taking the place of its human owner.

VIRUS BUSTING!

Network Society — it's a very convenient place to be, but it's not always a picnic! There are problems with computer viruses. To protect themselves against these viruses, people arm their Net Navis with battle program data called Battle Chips. Using the Battle Chips to attack computer viruses is called Virus Busting.

THE MEGAMAN™ SERIES

MEGAMAN™ BATTLE NETWORK

This is the first game of the series. You battle the evil secret society WWW, which is bent on the annihilation of the Net Society! Through Lan's efforts, hacking activities have been nearly eliminated.

But the whereabouts of evil Dr. Wily, the chief villain in the story, are unknown....

MEGAMAN™ BATTLE NETWORK 2

In the second game of the series, you battle the evil Net Mafia Gospel that sprang up after WWW was wiped out! Lan and his friends hang on for dear life after being overthrown by Gospel's infiltration operation. Is a plan lurking behind the scenes?

MEGAMAN™ BATTLE NETWORK 3

You battle the resurrected Dr. Wily in this third game of the series! In a desperate battle, Lan and his friends make a furious last ditch effort with forbidden data in "The Great Disaster"!

CYBER CLASH

It's been five months since their final battle with Dr. Wily. At last, Lan and Megaman return as 6th graders to tell the tale of WWW's home base. Both are eager to return to the peace of everyday life.

After breakfast one Saturday, Lan and Papa go shopping. They run into Mayl by chance in front of the stereo store. Mayl encourages Lan to get some equipment. "These stereos have cyber roll and glide. How about trying out a jack-in device?" On Mayl's advice, Lan sends Megaman a cyber stereo.

None of them know that a suspicious looking cyberbot named Shademan lurks in the Net Navi. "Ha, ha, ha! It's just about time," gloats the steely-eyed Shademan. His clash with Megaman marks the beginning of a fierce cyberspace battle!

But what's behind Shademan's bid for power?
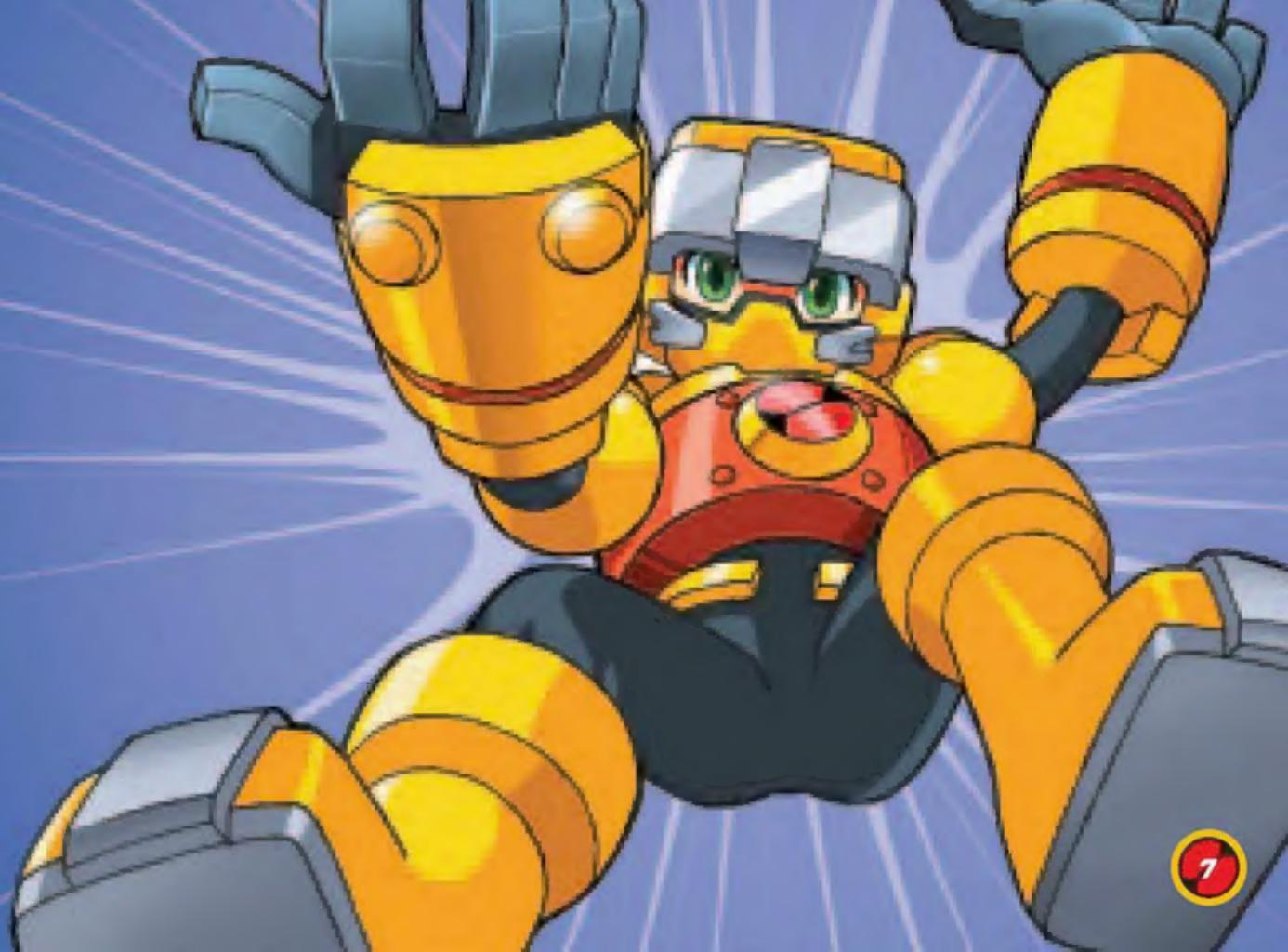
CHARACTERS

Lan is a 6th grade student at ACDC Elementary School in ACDC Town. Though he only gets average grades, his Virus Busting craftsmanship is top notch. His best friend is Megaman, his Net Navi. In Net Battles these two are a powerful combination.

Lan's best friend from childhood, **Mayl** is also his classmate. She is always there to help him out. Roll is her Net Navi. The two of them are a close-knit team with Lan and Megaman.

Dex could be called the playground bully. His Net Navi Gutsman is a powerful character who boasts about his strength. But in Net Battles, these two don't stand a chance of beating Lan and Megaman.
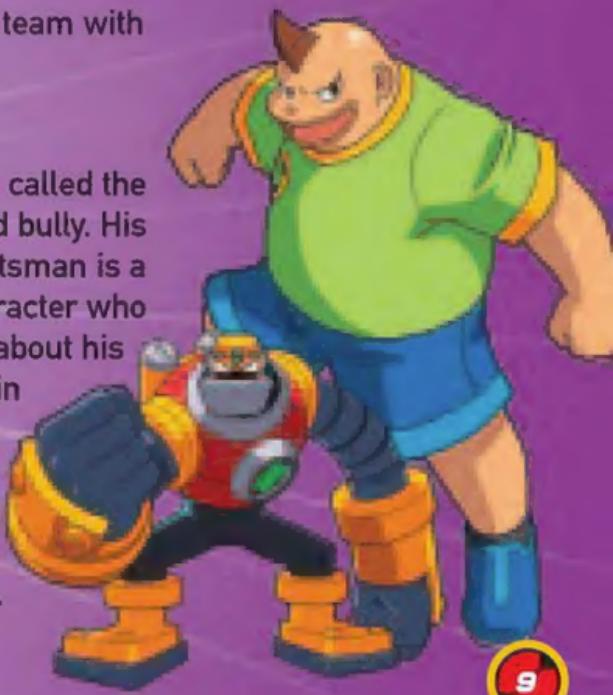
CHARACTERS (CONT)

Yai loves being the school's "little rich girl." She's brainy enough to be in Lan's grade, though she's two years younger than the rest of the class. Her Net Navi Glide is proper and dignified – a perfect butler type!

Both a 6th-grade student and government sponsored Net Battler, **Chaud** is cool and capable. He's solved many cyber "situations." His high-performance Net Navi Protoman is also cool and collected – and feared by net criminals!

Lan's dad, **Mr. Hikaru**, is the genius who developed Net Navi, so he knows all about every program. His scientific research keeps him tied to his lab. Fortunately, Lan's mom, **Mrs. Hikaru**, is a first-rate organiser who manages their home life smoothly.

Before his assignment as a teacher at ACDC Elementary, **Mr. Higsby** was a secret agent for WWW. After reforming himself, he opened a cafe in ACDC Town. His knowledge of Battle Chips is extensive and up to date.

MULTIPLAYER SETUP

THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY ADVANCE™ GAME LINK™ CABLE.

GBA LINK CABLE

LINKING THE GAME BOY ADVANCE™ GAME LINK™ CABLE

YOU NEED

2 Game Boy Advance™ systems

2 MEGAMAN™ BATTLE NETWORK 4 Game Paks

1 Game Boy Advance™ Game Link™ cable

CONNECTING

1. Make sure the power of both Game Boy Advance™ systems is OFF.
2. Insert a MEGAMAN™ BATTLE NETWORK 4 Game Pak into each Game Boy Advance™ system.
3. Link the Game Boy Advance™ Game Link™ cable to the external extension connector on both Game Boy Advance™ systems The system connected to the smaller plug is 1P.
4. Turn on the systems.

The Game Boy Advance™ Game Link™ cable may malfunction if:
- It is not for the Game Boy Advance™ system.
- It is not connected correctly or has become disconnected.
- More than two Game Boy Advance™ systems are connected.

MAIN MENU

On the Title screen, press START to see two options for starting the game. (If this is the first time you are playing and you have not yet saved a game, the CONTINUE option will not appear.)

NEW GAME - Start a new game from the beginning.

CONTINUE - Start the game from the point where you saved it. (See page 36.)

SOFT RESET

Press START, SELECT and the A and B Buttons simultaneously anytime during gameplay to soft-reset the game and return to the Title screen. Use this when you want to start over from where you last saved the game.

L BUTTON

R BUTTON

CONTROL PAD

A BUTTON

START

B BUTTON

SELECT

FIELD SCREEN

On the Field screen, you control Lan in the Real World and Megaman in the Cyber World.

• Control Pad - Move character

• A Button - Speak/Examine

• B Button - Hold down to move Close Dash menu

• R Button - Jack-in (Real World) Jack-out (Cyber World)

• L Button - Talk to Lan (Real World) Talk to Megaman (Cyber World)

• START - Open PET screen

• SELECT - Skip demo

GAME CONTROLS (CONT)

BATTLE CUSTOM SCREEN
- Control Pad - Move cursor
- A Button - Select
- B Button - Cancel
- R Button - View Battle Chip explanation
- L Button - Run away
- START - Move cursor to OK
- SELECT - Hide Custom screen temporarily

BATTLE ACTION SCREEN
- Control Pad - Move Megaman
- A Button - Use Battle Chip
- B Button - Fire Buster/Hold down to fire charged shot
- R or L Button - Go to Battle Custom screen (when Custom Gauge is full)
- START - Pause
- SELECT - Not used

ACTION!

THE REAL WORLD

You progress through the game by moving back and forth between the Real World and the Cyber World. In the Real World, you play as Lan.

SPEAK/EXAMINE - Press the A Button to talk to someone you're standing by, or examine something you've found.

DASH - Press the B Button + the Control Pad to make a swift, in-line skating style move.

TALK TO MEGAMAN - Press the L Button while you're on the Field screen to talk to Megaman, who is inside the PET. If you're in trouble or don't know what to do, try asking Megaman for advice.

JACK-IN - The jack-in is the signal from the PET that lets you send Megaman into the Cyber World. To jack-in from the Real World, stand in front of electronic instruments on a computer and press the R Button.

THE CYBER WORLD

In the Cyber World, you play as Megaman. Search out enemy bosses and solve various problems while getting rid of assaulting viruses.

SPEAK/EXAMINE - Press the A Button to speak to the program and examine items. Be sure to examine the Mystery Data scattered here and there.

DASH - Press the B Button + the Control Pad to move swiftly.

SPEAK WITH LAN - Press the L Button anywhere in the Field screen to talk to Lan. If you're stuck, try asking him for advice.

JACK-OUT - Press the R Button to bail out of the Cyber World. Be careful - sometimes Megaman can't jack-out.

INTERNET

When you jack-in to Lan's room, you can go to the Internet and explore this fascinating world.

SECURITY CUBE

This item protects the Internet against viruses and other enemies. It guards the entrance to homepages, so if you can get the homepage owner's P Code, you can disarm the Security Cube.
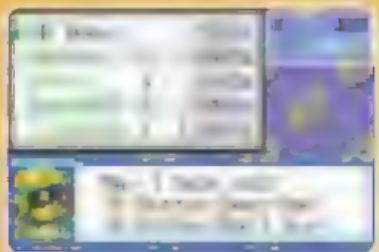
SHOP

When you speak to a Net Merchant, a Shop screen appears. Move the cursor over an item you want and press the A Button. Chips and Navi Programs you do not yet have are displayed in green. Press the R Button to see an explanation of the item.
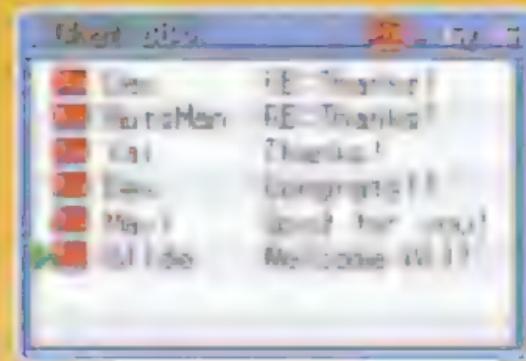
NOTICE BOARD

Mayl, Dex and Lan's friends' homepages are all connected on the Internet. Check the Notice Board to read the homepages and collect valuable information.

MEGAMAN TRANSMISSION

Enemies and viruses often invade the Real World's electronic devices. When this happens, jack-in to the Cyber World and send Megaman to do a number on the evil-doers. Even if dangerous events don't occur, you can still jack-in to explore the Cyber World. Check all over the Field screen for different places and things where you might be able to jack-in.

BATTLE

CUSTOM SCREEN

If you meet an enemy in the Cyber World, you'll enter into battle. First you'll be transported to the Custom screen where you can choose a chip to send to Megaman. Five chips are chosen at random from the Chip Folder and displayed in the Chip Select area. From these, choose a chip to send to Megaman. Move the cursor over the chip you want and press the A Button. Press the R Button to see an explanation of the chip before choosing it.

Battle Chip Name

Chip Code

System

Attack Power

Chip Select List

Selected Battle Chip

Megaman's HP

Emotion Window

Unison Command

Enemy HP
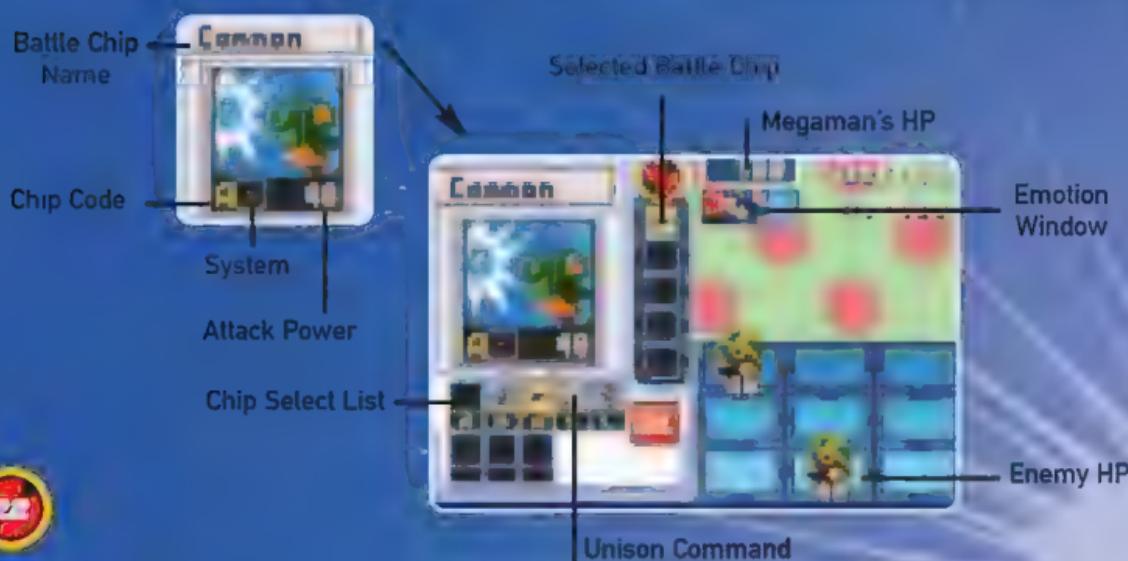
RULES FOR CHOOSING BATTLE CHIPS

Usually you choose one chip at a time. But if you fulfill the conditions shown at the right, you can choose up to five chips at once, and use them strategically in battle. (Chips that are not chosen in a group are dimmed in the Chip Select List.)

SENDING DATA

Once you choose a chip, move your cursor to OK and press the A Button. You will be transported to the Battle Action screen where you will control Megaman.

UNISON COMMAND

This command lets you unite Souls. After choosing a chip that meets the conditions of a Soul that wants to transform, select the Unison Command to change it to the Unison Chip.(See page 29.)

EMOTION WINDOW

Megaman's Emotion status is displayed in this window. The status begins at NORMAL, but if he gets hit or takes a Counter (see page 28), his condition will worsen.

RUN AWAY

Press the L Button to run away. Whether you'll be successful or not depends on luck — the stronger the enemy is, the more difficult it is to outrun it.

CHIPS WITH THE SAME NAME

CHIPS WITH THE SAME CODE

Cannon   Cannon

WideSwrd   AreaGrab

BATTLE (CONT)

ACTION SCREEN

Once you choose a chip from the Custom screen, you proceed to the Action screen where you control Megaman. Pulverise the enemy using the Chip Data you've collected.

ATTACK AREAS

Megaman moves around the Red Area. The enemy moves around the Blue Area. Neither opponent can enter the other's area, but, in some situations, if you use a special attack you can invade the enemy's area temporarily.

ROCK BUSTER

Use the B Button to launch the Rock Buster. This weapon has no ammunition limit and gets easier to fire the closer you get to your enemy. Hold down the B Button to unleash an accumulated attack!

USING A CHIP

Use the A Button to activate Chip Data sent to Megaman from the Custom screen. Chip Data appears above Megaman's head. Information at the lower left tells which chip you used and its attack power.

CUSTOM GAUGE

Once the action starts, the Custom Gauge slowly accumulates. When it is full, press the L or R Button to re-enter the Custom screen. If you use up a chip, re-enter the Custom screen to send more Chip Data to Megaman.

Megaman's HP   Custom Gauge

Emotion Window

Chip Data

Chip/Attack Power

Enemy HP
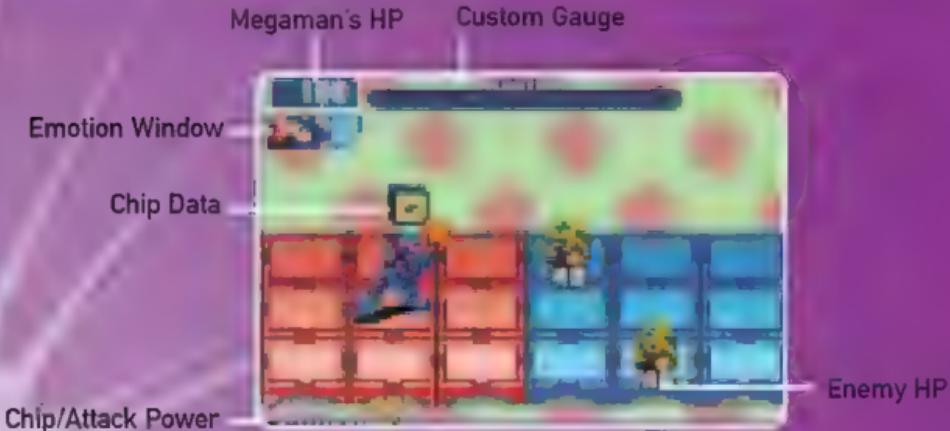
BATTLE (CONT)

RESULT SCREEN

If you reduce all the enemies' HP to zero, then Megaman wins and you proceed to the Result screen. This displays the time it took you to clear the stage, your Busting Level, and Data Acquired. The Busting Level is evaluated from your most Busting technique.

- BUSTING LEVEL DETECTS - The higher your Busting Level gets, the more powerful the data will be that you can acquire. If you do well, you can get data the enemy has used. To raise your Busting Level you must defeat enemies quickly, but there are other secret ways. Find out what they are!

COUNTER

At the moment you think your opponent is going to release an attack, you can use your own attack with the Counter. If the Counter is right on, your opponent will be paralyzed and you will have a chance to attack. Also, Megaman's Emotion Window goes into a full Synchro Status for one class.

EMOTION WINDOW

This window refers to Megaman's state of mind. As he fights, his state of mind can change.

- NORMAL - Megaman begins the battle in this state.

- FULL SYNCHRO - If you can see an enemy's Counter timing, the power of the next chip you use is doubled for one time. Using a chip that already has double attack power, cancels Full Synchro Status.

- ANGUISH - Megaman loses his confidence and you cannot make a Soul Unison.

- ANGRY - Megaman turns red and bends backward. The attack power of the next chip he uses will only be doubled.

- EVIL - When Megaman's Soul is achieved with evil, he is unable to do a Soul Unison. If he is on the brink of being defeated, something surprising might happen.

SOUL UNISON

As you progress through the game, the Souls of those you battle with in tournaments will resonate with Megaman. This is called Soul Unison. When you acquire a Soul, the Megaman screen on your PET screen displays the Navi Mark. You can unite those Souls when you're in battle. When you unite a Soul, Megaman transforms into a shape that resembles that Soul's Navi. He can also adopt that Soul's special abilities. Megaman reverts to his original form after three turns. You cannot transform Megaman into the same Soul twice in one battle.

A Chip System is used for Soul Unison:

- ROLL SOUL – Recovery type

- GUTS SOUL – Earth Shattering type

- WIND SOUL – Wind type

- SEARCH SOUL – Invisible type

- FIRE SOUL – Fire type

- THUNDER SOUL – Electric type

UNISON COMMAND

Once you select the chip that is related to the Soul you want to use, choose a Unison Command at the bottom of the Custom Window. (You cannot use the Unison Function with Regular Chips.) Once you do this, the chip you chose will be changed into a Unison Chip. Select OK to jump into the Action screen where the Soul Unison is activated automatically.

RED SOULS

ROLL SOUL
TYPE: None
STORED ATTACK: Roll Arrow
CHARACTERISTICS: Restores
10% of max HP.

GUTS SOUL
TYPE: None
STORED ATTACK: Gut Punch
CHARACTERISTICS: Adds +30
to your non-attribute and your
Earth Shattering chip.
Press the B Button repeatedly
to activate the Gut Man Machine Gun.

THUNDER SOUL
TYPE: Electricity
STORED ATTACK: Rabi Ring
CHARACTERISTICS: Non-attribute
and Electric type chips have a
paralyzing effect.

FIRE SOUL
TYPE: Fire
STORED ATTACK: Fire Arm
CHARACTERISTICS:
Displays a wall of grass.
Store up Fire type chips
to use the Fire Arm.

WIND SOUL
TYPE: None
STORED ATTACK: Fujin Rocket
CHARACTERISTICS: Blows
away opponent's barriers.
Sucks in and blows out areas
where opponents are found.
Walks over holes. Use the Air
Button for the Air Shoot.

SEARCH SOUL
TYPE: None
STORED ATTACK: Scope Gun
CHARACTERISTICS: Seeks out
hidden enemies.
When the Shuffle button
appears on the Custom
screen, you can change
your selected chip.

PET SCREEN

Press START on the Field screen to enter the PET screen.

CHIP FOLDER

The Chip Folder holds the chips you use in battle.
You start out with one folder, which you can edit.
As the game progresses, you can eventually gain two Chip Folders and one backup folder, but the backup folder cannot be edited. (You can edit the folders that you receive from other people.)

- The folder marked EQUIP is the one you are currently equipped with.
  To equip a folder, select it, press the A Button and select EQUIP.

- Select a folder to edit, press the A Button and then select EDIT.
  You will move on to the Folder Edit screen.

FOLDER EDIT SCREEN

On the Folder Edit screen, move the Control Pad ⬅/➡ to move between the Folder and Backpack. Move ⬆/⬇ to select a chip, and then select the chip you want to replace it with. This will exchange the two chips. Press the A Button twice to send just the chips.
Press START to sort the chip order or press the L/R Buttons to scroll to the next page.

BATTLE CHIP RANK CHOICE?

Battle Chips are divided into three ranks according to their capability:

- REGULAR CHIP -Gray frame

- MEGA CLASS CHIP - Blue frame

- GIGA CLASS CHIP Red frame

FOLDER EDITING RULES
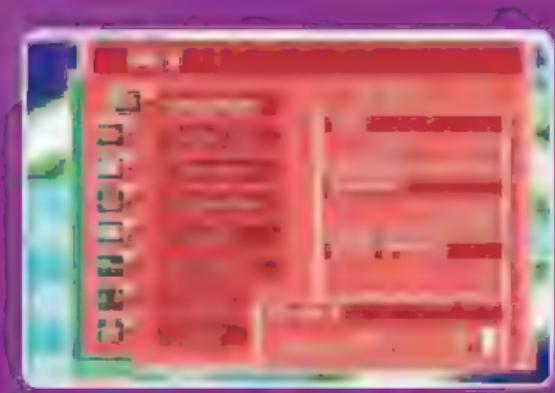
• By all means fill your folders with their maximum of 30 chips.
• You can put a max of four chips of the same kind in the folder. (If their names are the same, the chips are the same, even if their codes are different.)
• You can put a max of five Mega Class chips in a folder and only one Giga Class chip. All of them must be different from each other.

REGULAR CHIPS

Regular Chips definitely appear on the Chip Select List on the Custom screen. If you do a good job of incorporating these into your game, you are sure to be victorious in battle. On the Folder screen, move your cursor over the chip you want to designate as a Regular Chip and press SELECT. When the frame comes up, that chip will be a Regular Chip. If the data size of a chip is smaller than the regular memory, you will not be able to designate it a Regular Chip. Use items to increase the capacity of regular memory. (See page 43.)

SUB CHIPS

Sub Chips are used on the Field screen in the Cyber World. You acquire them from the Shop and from Mystery Data. Unlike Battle Chips, they can only be used once.
• MINI ENERGY - Revives your HP to 50.
• FULL ENERGY - Revives your HP completely.
• STEALTH DASH - You will meet only strong viruses for a short period of time.
• UNTRAP - Undoes traps in Mystery Data.
• ENEMY SEARCH - Enables you to face off with viruses in front of you.
• OPEN LOCK - Unlocks Mystery Data locks.

DATA LIBRARY

The Data Library is a picture gallery for Battle Chips. Data for chips you have acquired is registered here, where you can view it at any time. Chips are organised by rank, with the Regular Chips first. Press the Control Pad ➡ to switch between Mega Class, Giga Class, and P.A. Memo. The more stars that appear to the right of the chip name, the more difficult the chip is to acquire. So, can you collect all the chips?

P.A. MEMO

View a list of Program Advance combinations. (See page 41). You can only view Program Advances that you have activated.)

MEGAMAN

View Megaman's status as you progress through the game. From this screen you can access the Navi Customizer and Record screen.

RECORD LIBRARY

View the Delete Time Record of your S Busting Level on the SP of each Navi. With My Record and RS, you can compare the RED SUN Record with your friends to see who has the best times. As the RS Record gets faster, the Navi Chip SP's Attack Power goes up.
Compare your records with your RED SUN friends!
• E-MAIL - Read email that arrives for Lan. Move the cursor ⬆/⬇ to select email to read. Press the L/R Buttons to turn pages.
• KEY ITEMS - View descriptions of Items in your possession. Use the Control Pad to switch between Items.
• COMMUNICATION - Match up communication and trade chips with your friends. (See page 39.)
• SAVE - Save your current gameplay progress. Select CONTINUE on the Main Menu to resume a game from where you saved it.

NAVI CUSTOMIZER

Program List

Installed program colours

Currently Selected Program

Memory Map

Set Program

Program Description

Command Line
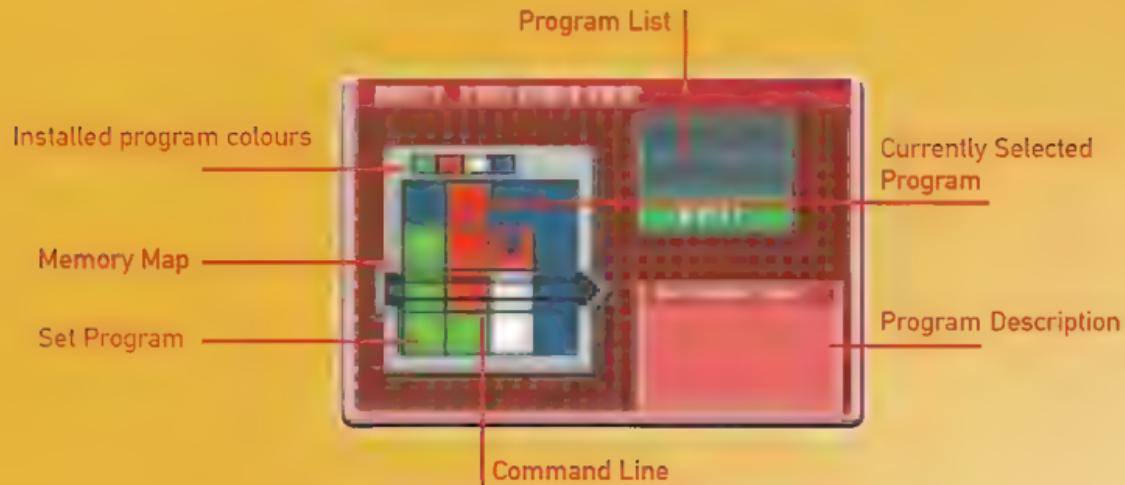
NAVI CUSTOMIZER
As you progress through the game, a function called Navi Customizer is added to the PET. Use it to strengthen the abilities of your Navi system by combining it with programs. To get to this screen, first select the PET screen, then the Megaman screen, and then select NAVI CUSTOMIZER.

• Move the Control Pad ⬆/⬇ on the List of Programs to select a program to install. Press the L/R Buttons to turn pages. The selected program parts appear at the top of the Memory Map. Press the A Button to set it in place.
• To remove program parts that are already up on the Memory Map, move the Control Pad ⬅. The cursor moves to the top of the Memory Map. When you select a program to remove, the options RETURN/MOVE appear. Select RETURN.
If you select MOVE you will be able to move the program back within the map. Press SELECT to remove all the parts at once.

PROGRAMMING RULES
There are four rules for placing programs. Adhering to them will make your life easier!
• RULE 1 — Place Program Parts so they can be taken on top of the command line.
• RULE 2 — You cannot place Plus Parts on top of the command line.
• RULE 3 — You can only place matching colours next to each other.
• RULE 4 — You can install up to four Programs with different colours.
The colours you put up appear on the upper part of the Memory Map.

RUN
Once you finish setting the Program, select RUN (press START to quickly move the cursor to RUN). When OK! appears the programming is complete.

BUGS!
At this point, if you broke the rules, a Bug will occur and Megaman's condition will worsen. A Bug is an abnormality resulting from a mistake in the programming. When you end the programming process with a Bug, abnormal things will happen to Megaman in mid-battle, and programs that you installed will stop working. You could use this feature as a strategy in battle... it's all up to you.

NETWORK FUNCTIONS

In this game you can trade programs and chips, have Net Battles, and have fun with your friends in lots of other ways by using the Game Boy Advance™ Game Link™ cable (sold separately). Set up your network by following the instructions on page 12. Then select NETWORK from the PET screen. When you get to the Network screen, save your game. Then the game will be automatically saved after you trade or play in a Net Battle.

NET BATTLE
Play Network Battles with your friends.
1. Choose from three game modes:
• SINGLE BATTLE - Dueling Battle
• TRIPLE BATTLE - 2 out of 3 Battle
• GREAT BATTLE - Special Triple Battle mode exclusive to this game (this mode appears only after you clear the game and view the saved data in the ending)
2. Choose the battle type for the next mode:
• PRACTICE - Wins and losses are not counted
• ACTUAL - Wins and losses are counted toward the Battle Results. Also, the winner can take one chip from the loser. (If the loser has only a Giga Class chip left, this type will not be available.)
3. For two players, the battle begins when you both select the same game mode.
These rules apply.
• The player who reduces the opponent's HP to zero wins.

• The 15th turn is the final turn. Even if both players still have HP left, the battle finishes when the game time counts down to zero. The damage that you and your opponent have taken is calculated and compared. The player who delivered the most damage wins (regardless of leftover HP).

COMPARE
• COMPARE LIBRARY - When comparing Libraries, if you notice chips in your friend's Library that you don't have, the name of that chip will be recorded in your Library. Once you know the name of the chip, you might be able to acquire it by using Mr. Higsby's Request Service. (See page 45.)
• COMPARE RECORDS - Compare RS Delete Time Records with your friends to find out the best time. As RS Record Time gets better, the Navi Chip SP Battle Power increases, so it's a good idea to share your strength with your RED SUN friends.

TRADING
• BATTLE CHIP TRADING - You can trade chips from your backpack one at a time (except for Giga Class chips, which cannot be traded). You and your friend both choose chips, then both select YES to complete the trade. If you just want to give a chip to your friend, you select YES and your friend selects NONE.
• PROGRAM TRADING - Once you acquire a Navi Customizer you can trade Programs. Both you and your friend choose PROGRAMS, then both select YES to complete the trade.

WAITING ROOM
The Waiting Room lets you send and receive Souls and Navis from your friend's X4.
• ACCEPT - You can receive Navis from your friend's X4. On the Navi you've received, your friend's Entry Name (up to three letters or numbers) will appear. The Navi will remember how your friend fights. You can register up to seven of your friend's Navis. If you check the Board at Mr. Higsby's Shop and open a Free Tournament, you can even engage in a Net Battle Tournament by yourself. (See pages 40 and 43.)
• EN ROUTE — Send Souls and Navis to a friend.

As you progress through the game, check the Free Space Board at Mr. Higsby's Shop. From here you can open up Free Tournaments. In Free Tournaments you can play wi██ ██ to seven of the Navis you received from your friends in the Waiting Roo██ ██gh Navis total including yourself). █████ you do not have eight Navis availab██ ██ the Waiting Room, you enter in██ ██ ██ Navi or Heel Navi mode inste██ ██ The tournament progresses ██ ██ ██ taking turns in order. V███ ██ ██ your turn, you can watch ██ ██ ██ Navis play.

██ ██ ██ ██ to ██ ██ ██ ██ ██ MATT ██ ██ ██ ██ ██ ██ ██ ██, if you find a Free ████████ment, you can win a V██ ██ ██ ██ ██ the prize, de██ ██ on ██ ██ ██ ██ ██ ██ ██ ██ ██ ██ ██ ██ ██ ██ ██ you po██ ██ ██ ██ ██ ██, and earn ██ ██ ██ ██ ██ ██ ██.

BATTLE CHIP SECRETS

Collecting Battle Chips and developing a good battle strategy is the key to conquering.

ATTACK POWER
With these chips, the amount of damage you do to an enemy with one hit is displayed. Generally, having a high level of attack power is to your advantage, but don't limit your thinking to attack range, number of hits, and so on. Judge the situation and use these chips ██ ordingly. (Support type chips do not have ██ attack power display.)

TYPE SYSTEMS
█████ ██ ██ 12 types of chips, each with ████████ ██ar██cteristics. These chips are ██████ ██ ██ ██ol Unison. The 12 types are ██████ ██ ██ ██ur categories. Fire, Water, ████████ ██ ██ Wood. Each category ██████████ ██ ██ ██ ██ others. If two are chips ██████ ██ ██ ██ ██ ██ ██ ██ ██ same category ██ ██ ██ ██ damage doubles.
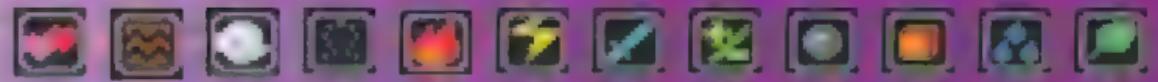
CHIP CODES
Chip Codes are displayed with alphabet letters. On the Custom screen, you can choose chips with the same Chip Code, even if they are different types. Non-alphabet Chip Codes are marked with a star. These are wildcards and can be selected with any other Chip Codes.

PROGRAM ADVANCE
██████ you select Battle Chips to combine, they fuse together and transform into a chip you have never seen before. This is called a Program Advance. Try to create these – they're very powerful. Program Advances you find and combine are registered in the P.A. Memo in the PET screen Data Library.

TRADERS

CHIP TRADERS
If you put several chips into a Chip Trader Machine, one new chip will drop out. The type of chip that comes out is random. When the chip is dispensed from the machine, the game is automatically saved.

NUMBER TRADERS
You'll find Number Traders in Mr. Higsby's Shop. Enter up to eight lotto numbers. If the machine lands on those numbers you can acquire chips and items (one try per number). You can learn about lotto numbers by playing the game, so do your best to search for them.

BUG PIECE TRADERS
If you bring in Bug Fragments from around the world, the Bug Piece Trader will give you a new chip.

ITEMS & TOURNAMENTS

ITEMS
MEGAMAN STRENGTHENING ITEMS
• HP MEMORY - Increases Megaman's max HP to 20.
• REGULAR UP - Increases Regular Memory capacity from 1 to 3.
• EXPANDED MEMORY - Expands the Navi Customizer Memory Map.
• SUB MEMORY - Increases the number of Sub Chips you can hold by 1.

OTHER ITEMS
• P CODE - Eliminates Security Cubes. (You get most of these from townspeople.)
• BUG FRAGMENTS - Scattered all over the Cyber World as Mystery Data.

TOURNAMENTS
This game progresses though three tournaments.
• Denson Town Tournament
• Eagle Tournament
• Red Sun Tournament
The battle arrangement for the tournament is not fixed. For starters, the fighters are chosen randomly. This is why the battle combinations with your X4 friends and the Souls are different. One mission your Navi has is to reach the ending. The game is so deep that, when you make it around the X4 world the first time, you probably won't have played every aspect of the game. If you like to fight the Navis you didn't fight the first time through, select CONTINUE after the ending is cleared to bring up the Continue screen. Then select BEGIN 2ND ROUND. You will be able to play the game again with Megaman's status as well as all the chips you have.

VICTORY GUIDE

BE CAREFUL WITH HP!
Even when the battle is over, HP does not rejuvenate. In mid-battle, don't forget to use Recovery, Sub Chips, and so on to restore your energy. Also, HP is restored when an Energy Ball appears on the Result screen.

MAINTAIN FULL SYNCHRO!
The Emotion Window returns to normal when the battle ends. But if you end a battle in Full Synchro Status, you begin the next battle in Full Synchro Status. Whenever you jack-out, fight enemy bosses, and so on you revert to Normal Status.

EXPLORE!
If you use the battleground terrain well, you will have a better chance of victory. For example, the grass wall burns easily, so your Fire type attack power will be doubled. Also, if you use your Electric power on top of an ice wall, its power will be doubled.

TALK TO MEGAMAN
If you don't know what to do or are in trouble, press the L Button to talk to Megaman. He'll give you advice.

TAKE A NAP
If you don't have anything to do, take a nap in Lan's room. When you wake up, a new day - and new adventures - will begin.

BEWARE OF BUGS!
During a battle, Bugs could occur in the Navi Customizer. Check Megaman on the PET screen's Megaman screen. If a Bug appears his shape changes.

MR. HIGSBY'S REQUEST SERVICE
Try out Mr. Higsby's Chip Request Service. Chips in the Data Library are displayed on a list, and you can select any chip that has a name. Mix these up in your own library to compare and use them. Be alert, since some chips cannot be obtained.

COOPERATE WITH RED SUN FRIENDS!
The Navi Chip SP attack power depends on your Delete Time Record. The more you and your RED SUN friends compete with each other over records, the stronger each of your SPs will become. So Record Compare often!

FIGHT THE BLUE MOONS!
Once you clear the Great Battle the first time, the Meteor Red Sun Giga Class Chip appears and you can obtain it. Its attack power depends on your battle results, so fight the Great Battle with your BLUE MOON friends often!

WAITING ROOM NAVIS
If a BLUE MOON Navi is in the Waiting Room, it will join the tournament battle within the story. Be sure to collect all kinds of different Navis!

The PEGI age rating system:

Age Rating categories:
Les catégories
de tranche d'âge:

3+ www.pegi.info ™   **7+** www.pegi.info ™   **12+** www.pegi.info ™   **16+** www.pegi.info ™   **18+** www.pegi.info ™

Note: There are some local variations!
Note: Il peut y avoir quelques variations en fonction du pays!

Content Descriptors:
Description du contenu:

@*! **BAD LANGUAGE / LA FAMILIARITÉ DE LANGAGE**

DISCRIMINATION / LA DISCRIMINATION

DRUGS / LES DROGUES

FEAR / LA PEUR

SEXUAL CONTENT / LE CONTENU SEXUEL

VIOLENCE / LA VIOLENCE

For further information about the Pan European Game Information (PEGI) rating system please visit:

Pour de plus amples informations concernant l'évaluation du système d'information de jeu Pan Européen (PEGI), vous pouvez consulter:

Para obtener más información sobre el sistema de calificación de juegos (PEGI), por favor visite:

Per ulteriori informazioni sul sistema europeo di valutazione delle informazioni del gioco (PEGI) vi preghiamo di visitare:

Für weitere Informationen über das europäische Spiel-Informationen Bewertungs-System (PEGI) besuchen Sie bitte:

http://www.pegi.info

Game Boy Advance Game Pak conforms to:
Game Boy Advance Game Pak geprüft nach:
Game Boy Advance Game Pak en accord avec:
Game Boy Advance Game Pak getest volgens:
Game Boy Advance Game Pak cumple:
Game Boy Advance Game Pak è conforme a:
Game Boy Advance Game Pak uppfyller kraven enligh:
Game Boy Advance Game Pak opfylder kravene til:
Game Boy Advance Game Pak täyttaa seuraavat vaatimukset:
Game Boy Advance Game Pak passer sammen med:

– TOY Directive (88/378/EEC) EN50088, EN71 Part 1, 2, 3
– EMC Directive (89/336/EEC)

CE **(Nintendo)** D-63760 Großostheim

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